YATIN CHAUDHARI

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EDUCATION

B.E., Information Technology, Dr. DYP COE, Pune, 2016

CORE COMPETENCIES

●● Immersive Technologies
●● Game Development
●● Cross-Platform Development
●● Image Processing
●● Performance Optimization
●● Secure Communication Protocols
●● Real-Time Multiplex Integration
●● Interactive Environments
●● Omniverse (Create and Code)
●● Photon Multiplayer Engine
●● Rest API client server based Apps

TECHNICAL SKILLS

●● Unity3d
●● AR, VR and MR
●● JSON
●● C#
●● Pyhton , Django
●● Shader Programming

SOFT SKILLS

●● Communicator
●● Reliable
●● Negotiator
●● Problem Solving
●● Learner
●● Team Building

CERTIFICATIONS

●● Java Certified
●● Database Oracle Certified

Core Objective

Innovate software applications within the IT industry to explore new opportunities for growth & development.

PROFILE SUMMARY

- With over 6 years of experience in software development, particularly in AR, VR, and MR technologies.
- Currently excelling as a Senior Software Developer at Quest Global Engineering, Pune, India.
- Develop seamless integration of real and virtual worlds to enhance user experiences with immersive technology.
- Skilled in multiplayer VR integration using the Photon multiplayer engine.
- Extensive knowledge of REST API client-server applications and secure communication protocols.
- Recent achievement includes mastering the Omniverse platform and extending its functionalities using C++ programming.
- Recognized for optimizing performance and enhancing user experiences within the Omniverse ecosystem.
- Knowledgeable in converting complex CAD models into OBJ format with thorough attention to detail.

WORK EXPERIENCE

Senior Software Developer, Quest Global Engineering Pvt. Ltd., Pune, Dec'22 – Present

Responsibilities:

- Representing a comprehensive understanding of Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality (MR) technologies in professional environments.
- Orchestrating the creation of immersive and interactive experiences by seamlessly amalgamating real-world elements with virtual environments.
- Leveraging Unity's functionalities to design captivating user interfaces, lifelike simulations, and interactive settings.
- Effectively incorporating multiplayer VR experiences, utilizing Meta Avatar capabilities through the Photon multiplayer engine.
- Conceptualizing and executing real-time multiplayer functionalities, encompassing player interactions, game synchronization, and networking solutions.
- Engineering resilient client-server applications, leveraging REST APIs to optimize performance and functionality.
- Implementing robust communication protocols to ensure secure data exchange and system reliability between clients and servers.
- Managing user authentication, data retrieval, and real-time updates to establish dynamic and responsive application ecosystems.

Senior Unity Developer, GeniaTeq Pvt. Ltd., Pune, Dec'21 - Dec'22

Responsibilities:

- Maintained adherence to established standards, policies, and regulatory protocols to cultivate a secure working milieu.
- Engaged with clientele to gain a thorough understanding of their requirements, delivering exemplary service.
- Exhibited respect, amiability, and a proactive attitude to aid in cultivating favorable professional bonds.
- Effectively collaborated with colleagues to attain targeted outcomes in project advancement.
- Augmented operational efficiency through persistent diligence and commitment, thereby bolstering overall project accomplishments.

Software Developer, Intelizign Engineering Pvt. Ltd., Pune, Jun'21 - Dec'21

Responsibilities:

- Contributed to the development of the "Lets Meet" Multiplayer App for Mixed Reality (MR), utilizing the Photon Cloud Multiplayer Engine.
- Acquired substantial expertise in utilizing Photon PUN and leveraging the Photon Cloud, along with implementing socket API to augment functionality.
- Directed the integration process of Inverse Kinematics (IK) into user avatars, enriching the application's realism and user engagement.
- Initiated and executed the establishment of a reliable system for tracking avatars' positions and rotations, with data stored in JSON format on the server side. Notably, this task was tailored to meet the requirements of a German student.

AR VR Developer, AR VR - Rams Creative Technologies, Bangalore, Jan'21 - Jun'21

Responsibilities:

- Elaborated the advancement of a PC welding application.
- Incorporated shaders onto objects, elevating the standard of rendering quality.
- Contributed to projects utilizing AR Foundation for functionalities such as image targeting, plane detection, and cloud point detection, with deployment across Android and iOS platforms employing AR Core and ARKit.
- Devised and executed a precision mechanism to ensure the precise alignment of virtual content within the confines of identified objects.

Software Developer, Emdep Testboard Pvt. Ltd., Pune, May'19 - Sep'20

Responsibilities:

- Showcased proficiency in facilitating cross-platform connectivity and data exchange within a localized network utilizing JSON formatting. Specifically, adeptly configured one system to operate as the server component on a Windows PC, complemented by another system working as the client counterpart on an iOS device.
- Participated in practical initiatives involving mixed reality, thereby playing a substantive role in the progression of immersive technologies.
- Leveraged expertise in Filters and Convolution to comprehend and apply diverse filter types, including Gaussian and Sobel, utilizing convolution techniques for image refinement and manipulation purposes.

Unity Developer, ALF Design Consultant, Pune, Aug'18 - Feb'19

Responsibilities:

- Created a PC VR walk-through application customized for the HTC Vive headset, leveraging the Steam VR Plugin and MobileVR technologies.
- Crafted a tailored walk-through experience for the Android platform, fine-tuned for optimal performance with Google Cardboard.
- Engineered an interactive walk-through application offering seamless experiences across various platforms such as PC (.exe), Android, and iOS.

Full Stack Developer, Disha Technologies, Pune, Jan'17 - Jul'18

Responsibilities:

- Utilized Photon to proficiently manage the multiplayer functionalities, thereby ensuring a resilient and captivating gaming encounter within the 3D platformer game.
- Played a proactive part in crafting Ludo and chess board-based games, harnessing the capabilities of the Photon multiplayer engine.
- This engagement encompassed integrating diverse features aimed at elevating the multiplayer encounter across both games.

PERSONAL DETAILS

Address: E302, Namrata Crystal Park, Near Tambe English Medium School, Nakhate Vasti, Raahtani, PCMC, Pune (411017)

Date of Birth: 22nd May 1992

Languages Known: English, Hindi, Marathi, Gujarati